

THE BASICS

THE TURN SEQUENCE

- Phase 1:** Any of Player 1's GEVs, disabled by terrain during previous movement, may roll to recover.
- Phase 2:** Any of Player 1's units, disabled by combat before his previous turn, automatically recover.
- Phase 3:** Player 1 moves, resolving overrun combat and checking for terrain effects as necessary.
- Phase 4:** Player 1 fires, using any non-disabled unit.
- Phase 5:** Player 1 moves any non-disabled GEV again, resolving overrun combat and checking for terrain effects as necessary.
- Phase 6:** Repeat for all other players.

COMBAT RESULTS TABLE

Combat is resolved by comparing the total Att of the attacking units to the Def of the target. The ratio is rounded in the target's favor. Attacks at 5-to-1 or greater automatically have an "XX," and attacks at less than 1-to-2 have no effect. Once the ratio is determined, a single die is rolled, and the result found on the CRT.

COMBAT ODDS					
Roll	1-2	1-1	2-1	3-1	4-1
1	NE	NE	NE	D	D
2	NE	NE	D	D	X
3	NE	D	D	X	XX
4	NE	D	X	XX	XX
5	D	X	XX	XX	XX
6	X	XX	XX	XX	XX

Regular Combat: read table as is.

Overrun Combat: read each "D" as "X", unless an Ogre weapon was the target, then read each "D" normally.

Spillover Fire: read "D" as "NE" and "X" or "XX" as "D."

RESULTS

"NE" – No Effect

"D" – No effect on Ogres. INF is at -1 strength. Armor units are disabled. Disabled units are destroyed.

"X" – An Ogre weapon is destroyed. Armor units are destroyed and leave a Hulk. Hulks are removed.

"XX" – the same as an "X" result, but armor units leave no hulk.

TERRAIN

Road – a unit that spends its entire movement on a road has a bonus of 2".

HVY and SHVY units move as Ogres; HVYs cannot enter water.

	GEV	MSL	INF	Ogre
SWAMP	2 Move to enter. Ends move for turn. Disabled on 1-2.		2¥DEF	As GEV, STUCK on 1-2.
FOREST	As Swamp.	2 Move to enter.	2¥DEF	No effect.
TOWN	2 Move to enter. 2¥DEF		3¥DEF	As GEV.
STREAM	Stop at crossing; only cross if started move adjacent.		No effect.	No effect.
WATER	As Road	Cannot enter	2 Move to enter. Cannot attack.	

OVERRUNS

Overrun combat occurs during movement. Units that move within 1" of an enemy initiate combat. Other units with sufficient movement to move within 1" may do so, thus joining the combat.

The Att of INF and Ogres are doubled in overrun. Disabled units attack at 1/2 Att. Units that initiated the combat do not receive terrain Def bonus.

OVERRUN COMBAT TURN SEQUENCE

Fire Round 1: Defender (the non-moving unit) fires.

Fire Round 2: Attacker fires.

Fire Round 3: Repeat until only one side remains. If an Ogre is involved, continue until the Ogre has destroyed its opponents or two fire rounds after the Ogre has lost all its effective weapons.

RAMMING

Ogres may ram one unit after its first fire round. Immobile units are destroyed. Mobile units are disabled on 1-3, destroyed on 4-6. Ogres lose 2 treads for ramming a HVY, 1 for other units, 3 for a smaller or equal sized Ogre, and 5 for a larger Ogre.

WHAT THOSE NUMBERS MEAN

ATTACK (Att): Level of offense.

RANGE: Effective attack distance.

DEFENSE (Def): Ability to withstand an attack.

MOVE: Distance a unit may move per turn. GEVs may move twice: once before the fire phase, and once after.

COST: The number of points required to include the unit in an army.

THE OGRE

Ogre weapons and treads are targeted separately.

All attacks on treads are 1-1, and cannot be combined. Successful attacks remove a number of tread units equal to the Att of the attack.

Main gun:

Att 4 Range 6" Def 4

Secondaries:

Att 3 Range 4" Def 3

AP Weapons:

Att 1 Range 2" Def 1 *Targets Inf or CP only

Missiles:

Att 6 Range 10" Def 3 *One-Shot Weapon

Missile Racks:

Att 6 Range 10" Def 4 *Multi-Shot Weapon

What to do with yours: Put it in front; let it lead the attack. Concentrate your attacks on the enemy Ogre, if there is one, since that represents his greatest concentration of firepower. Missiles have multiple valid targets – HWZ, high defense units, GEVs.

Fire on multiple targets, and combine attacks to insure at least 1-1 odds on everything. Use all weapons possible every turn. Avoid overrunning enemy units unless you have a reason; it's generally too expensive.

Putting an Ogre in a town makes it resistant to damage; your opponent will probably fall back to draw it out. If your enemy is targeting your treads, target his faster units. If your weapons are his targets, hit his long-range units. Never attack INF with anything other than AP, unless no other target is available.

What to do with the other guy's: It's not easy to stop an Ogre. If the Ogre has a clear single target, slowing it by hitting the treads makes sense. If its goal is general destruction, target the main gun, or the Missile Racks if available. Once the Main is gone, GEVs can harass it in relative safety. Once enough treads have been removed to slow it down to 4" or less, MSLs can dismantle it with few casualties.

Multiple HWZ can overlap fields of fire to provide a tough, but expensive, defense. Be aware that you're going to lose units, but be sure you're the one deciding which ones to sacrifice, not the Ogre.



Tactical advice based on "Riding the Shockwave: Analysis and Strategy" by Philip Rennett.

OVERRUN

INF, AP

HVY, GEV, SECONDARY

SHVY, MAIN

MSL

ATTACK RANGES



**COMBINE
RANGER**



**PANEUROPEAN
JAEGER**

HEAVY TANK (HVY)

Att 4 Range 4" Def 3 Move 6" Cost 6

Good points: Highest attack-to-cost ratio of the basic units, good defense, ignores most terrain.

Bad points: Range.

What to do with yours: This unit needs to be in front where it can do the most damage. Use it for the bulk of your attack force. Don't be afraid to sacrifice them to open a hole in the defensive line.

What to do with the other guy's: Defending against a HVY depends on staying out of range. Use a group of GEVs with hit and run tactics. If a HVY is targeting a slow unit, surround it with INF and force the HVY to overrun.

Variants: Light Tank (LTNK; moves as MSL)
Att 2 Range 4" Def 2 Move 6" Cost 3



COMBINE



PANEUROPEAN

INFANTRY (INF)

Att 1-3 Range 2" Def 1-3 Move 4" Cost 2/4/6

Good points: Many defensive bonuses from terrain, low cost, overrun combat.

Bad points: Range, movement, Attack strength.

What to do with yours: Don't worry about moving your INF to the battle; place them in areas where the battle will come to them. Spread them thinly out around HWZs or CPs, and force your opponent to overrun to get within range. INF should always take advantage of the terrain.

What to do with the other guy's: Use MSL units to soften up INF, especially in swamps and towns.

Variants: Heavy Weapon Infantry (HWI)

All stats are identical to INF, except Cost 4 and a one-shot weapon – Att 3 Range 8"



**COMBINE
MINOTAUR**



**PANEUROPEAN
ARQUEBUS**

HOWITZER (HWZ)

Att 6 Range 16" Def 1 Move 0" Cost 12

Good points: Extreme Range, Attack strength.

Bad points: Immobile, costly, low Defense.

What to do with yours: Surround it with INF (a dozen or so squads, 4" out), and give it something to guard – towns, clear passes, CPs. Always consider the terrain. If you're defending a town, place the HWZ in the town for the defensive bonus. Don't forget to support the battles on the edge of its range.

What to do with the other guy's: Send in a pack of GEVs to hit it hard and fast. You may lose one or two (more if INF are screening it properly), but a single 2-1 can do the job.

Variants: Mobile Howitzer (MHWZ; moves as MSL)
Att 6 Range 12" Def 2 Move 2" Cost 12



**COMBINE
RAPTOR**



**PANEUROPEAN
GALAHAD**

GEV (GEV)

Att 2 Range 4" Def 2 Move 8"/6" Cost 6

Good points: Double move.

Bad points: Weak Attack and short Range.

What to do with yours: Hit and run. Use the first movement phase to get several GEVs within range of a target, combine fire, then retreat out of range.

What to do with the other guy's: Take advantage of a shot whenever these are in range, but don't chase them down. Attacking them with a number of small units is better than with a few powerful units.

Variants: Light GEV (LGEV)

Att 1 Range 4" Def 1 Move 8"/6" Cost 3



**COMBINE
ALAMO**



**PANEUROPEAN
THOR**

SUPERHEAVY TANK (SHVY)

Att 6 (3+3) Range 6" Def 5 Move 6" Cost 12

Good points: Excellent Defense and Attack, split fire, ignores terrain. The SHVY also has 2 AP weapons, which function identically to an Ogre's AP weapons.

Bad points: Cost.

What to do with yours: Use them to support the HVYs, but keep them in reserve to deal with the bigger problems, like Ogres. Split your fire when presented with multiple targets.

What to do with the other guy's: Smash it quickly, before it can "pay" for its high cost. A HVY backed by a pair of MSLs works well.



**COMBINE
BANSHEE**



**PANEUROPEAN
AJAX**

MISSILE TANK (MSL)

Att 3 Range 8" Def 2 Move 4" Cost 6

Good points: Range.

Bad points: Speed, sensitivity to terrain.

What to do with yours: Use roads and clear terrain, and screen them with INF. MSL units work well against an Ogre that has been slowed down, or with combined fire against SHVYs. Offer a MSL unit as a sacrifice to lead your opponent into a trap.

What to do with the other guy's: Stay out of range, using the terrain if possible. If a MSL becomes too effective, use a HWZ or sacrifice a HVY.